

**Board of Finance
Budget Review Meeting Schedule
FY 2018/2019
Town Hall - Upper Meeting Room**

**Wednesday, March 14, 2018
Regular Meeting @ 7 PM**

Presentation of Budget & Overview by First Selectman
Review of Projected Revenues

**Monday, March 19, 2018
Special Meeting @ 7 PM (Reviews)**

Board of Education #999

Wednesday, March 28, 2018

Special Meeting @ 6:30 PM (Reviews)

Planning Dept. & Commission #117
Inland/Wetlands Agency #132
Zoning #116
Ledge Light Health District #108
Smith Harris House #134
Niantic Fire Dept. #217
Flanders Fire Dept. #218
Emergency Management #224
Gen. Govt. & Misc. Benefits #114
Contingency #120
Capital #724
CNRE

Tuesday, April 3, 2018

Special Meeting @ 6:30 PM (Reviews)

Town Clerk #107
Library (Culture & Rec) #420
Registrars' #110
Parks & Rec & Youth Svces #421/422
Town Engineer #105
Building Maintenance #113
Public Works #317
Information Technology #109
Board of Finance #126
Services to Community #115

FILED

Feb 20 2018 AT 10:05 AM/PM

[Signature]
EAST LYME TOWN CLERK

Approved at Regular Meeting of February 14, 2018

**Thursday, April 5, 2018
Special Meeting @ 6:30 PM (Reviews)**

Assessor #102
Bd. of Assessment Appeals #127
Tax Collector #103
Building Dept. #104
Commission on Aging #418
Police/Dispatch/ACO #216/215/226
First Selectman & EDC #101
Finance Department & HR #118
Health & Welfare #419
Debt Service Int. & Principal #522-3
Long Range Capital Plan

**Monday, April 9, 2018
Special Meeting @ 6:30 PM
(Deliberations)**

Deliberations – to completion or finish on Wednesday April 11, 2018 at Regular Meeting
(Note: School Spring Break is 4/16-4/20)

**Wednesday, April 11, 2018
Regular Meeting @ 7 PM**

Finish Deliberations if Necessary

**Monday, April 23, 2018
Special Meeting @ 6:30 PM**

Only If Necessary to Complete Deliberations

Monday, April 30, 2018
Public Hearing on the Budget at 7 PM
HS Auditorium
Special Meeting after Public Hearing in
INTV Room

Monday, May 14, 2018
Town Meeting on the Budget

**Wednesday, May 30, 2018
Special Meeting @ 6:30 PM**
Set the Mil Rate